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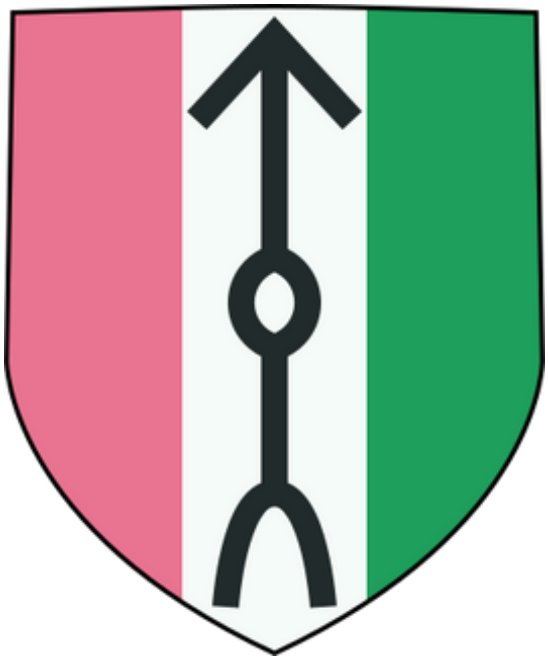
Nyrvinland



Nyrvinland Coat of Arms

General information

Variation(s)

Nýrvidland
Nyrvinladia
Vinland

Status

Duchy

Ruler

Nyrvilen Dukes

Societal information

Official Language

Nyrvinese
Nyrvinese Skelliger Jargon Dialect
Various Weska Languages
Common Speech

Demonym

Vinlander (mistakenly)
Vinlandi (mistakenly)
Nyrvilen
Nyrvinari
Nyrvinlandic

Religion

Nyrvilen Beliefs

Nyrvinland (Skelliger Jargon: *New Wine Land* or *New Pasture Land*), sometimes also written as **Nýrvidland** or **Nyrvinladia**, and more popularly—but erroneously—known among the Nordlings as **Vinland**, due to the similarities in their collective memory with the place from which their ancestors came during The Landing of the Exiles, is a duchy located in the Far North of the Old Continent—more specifically, in the northwest of this region—which was founded by Skelliger explorers who arrived via the Kaedweni rivers at some point during the 10th century. The duchy is traditionally a diarchy: there are always two dukes elected among the bravest or most intelligent men.

Etymology

The toponym *Nyrvinland*, conferred by Skelliger explorers upon the territory that would later emerge as a formally established duchy, is widely believed to originate from early expeditions and raids conducted by the Skelligers into the polities that would eventually consolidate into the Kingdom of Kaedwen. At the time of these incursions, the region—then fragmented among several autonomous duchies—was renowned for its viticultural output, sustained by fertile valleys and a climate markedly more temperate than that of the ensuing centuries. The abundance of vineyards and pasturelands encountered—coupled with the violent clashes that often culminated in defeats or protracted stalemates against local forces—left a deep cultural impression on the Skelligers.

Subsequently, upon pushing further into the uncharted northern frontiers, the Skelligers discovered vast, fertile territory characterized by wild grapevines and expansive grasslands. Drawing a symbolic parallel with the Kaedweni domains previously traversed, they designated the new land *Nyrvinland*—a term which, depending on the regional dialect of the Skelliger Jargon, may be rendered as either "*New Wine Land*" or "*New Pasture Land*." The ecological similarities, particularly the presence of — at least in Nyrvinland case — native grape species , likely reinforced a perceived continuity with the fertile territories they had once attempted to seize but ultimately failed to annex.

Furthermore, the Skelligers' prior exposure to the sociopolitical frameworks of the Kaedweni duchies influenced both the nomenclature and the institutional design of the new settlement. These earlier encounters served as a model for the emergent polity's feudal hierarchy and administrative structure, eventually leading to its formal recognition as a duchy within the broader geopolitical landscape of the Old Continent.

Climate

Despite its location in the Far North, Nyrvinland enjoys a significantly more temperate and hospitable climate than that of kingdoms such as Kovir or the League of Hengfors. This anomaly is attributed to the presence of Nitsalók (Vinlandi Jargon: *Great Lake*) which functions as a natural thermal regulator throughout the year.

During the harsh northern winters, Nitsalók and the other lakes slowly releases the heat accumulated over the warmer months, mitigating extreme temperature drops and preventing the climate from descending into the brutal cold characteristic of other northern territories. As a result, winters—though long—are markedly less severe in the regions surrounding the lake, while becoming progressively harsher in areas farther from its influence.

Summers in Nyrvinland remain cool by southern standards, yet are noticeably longer and more stable than those of Kovir, where locals jokingly claim summer "*lasts no more than a week*." In contrast, Nyrvinland's summer, though still brief, offers a sustained period of milder weather, allowing for limited agriculture and seasonal activity.

Spring tends to be short and transitional, marked by swift thaws and blooming cycles compressed into a few weeks. Autumn, meanwhile, occupies a balanced temporal niche —longer than spring and summer, but not as enduring as winter—often serving as the most climatically stable season of the year.

Coat of Arms

The coat of arms of Nyrvinland features a traditional heater-shaped shield, divided vertically into three equal sections. Each stripe carries symbolic meaning: pink on the left (representing the people and their spirit), white in the center (symbolizing the snow that blankets the duchy for much of the year), and green on the right (referring to the fertility of the land after the thaw).

Centered across the three fields is a charcoal-black arrow in Skelliger style, pointing upward. This arrow represents the last one fired during the foundational conflicts with the Kizi, and according to legend, it was the same arrow used as an improvised quill to sign the First Freya's Treaty— marking the beginning of the duchy and the cultural unification of both groups.

Heraldic Blazon

Heater shield, tierced in pale: first pink, second argent, third vert. Overall, a Skelliger-style arrow sable pointing upward.

Culture and Government

The culture of Nyrvinland, like its religion, is syncretic, yet retains enough resemblance to that of the Skellige Isles for any Skelliger to feel at home.

The jarl system remains largely intact, with each jarl governing one of the many holds into which the duchy is divided. These jarls, in turn, answer to the drott, who answers directly to the two dukes. However, the jarls have the power to elected new dukes, after one, or both have died.

This unique diarchic system was established after the son of the first Duke of Nyrvinland allowed power to go to his head, ushering in a dark era in the duchy’s history. As a result, an elective diarchy was created, appointing two dukes whose main function was to balance each other and prevent the rise of tyrannical rule.

Unlike in the Isles—where the title of King or Queen is largely ceremonial—the Dukes of Nyrvinland hold real power. They serve as a counterweight to the clans, mediators in internal conflicts, and a unifying force for the entire duchy, among many other responsibilities.

A Nyrvinari shaman

The role of druids, while still present, is far less significant than in the Isles. In Nyrvinland, they are mostly relegated to agricultural matters and little more. Their traditional position as advisors has instead been taken over by the shamans, who, although also connected to nature, are seen as less overbearing than the druids—whose constant interference has earned them a reputation for being, to many, excessively insistent.

In recent years, however, the growing influence of Nordling ideas has led to some shamans being replaced by mages, who have taken advantage of the prevailing sense of cultural inferiority within the duchy. These mages succeeded in establishing a magical academy, though it is far from matching the prestige of Ban Ard, Aretuza, or Pont Vanis in the Northern Kingdoms, or the Imperial Academy and Gweison Haul in Nilfgaard.

Thus, while Nyrvinlandic mentality is similar in many ways to that of Skellige, it is generally more open and hospitable. This is largely due to the region's relative isolation, and the aforementioned cultural inferiority complex that many locals feel in comparison to foreigners, whom they often perceive as being more "*civilized*."

However, this does not mean they are meek. On the contrary—much like their Skelliger cousins, the Nyrvilens are notoriously stubborn and fiercely protective of their customs and way of life when the situation demands it.

This inferiority complex is particularly evident in matters such as currency, and to a lesser extent, in fashion and artistic trends. In fact, the local currency, the kró, is heavily inspired by the Kaedweni ducat, both in design and structure—an intentional move meant to lend the duchy an air of legitimacy and alignment with what is perceived as the "*civilized world*."

In addition to what has already been mentioned, Nyrvinlandic mentality is often perceived by foreigners as hasty or abrupt. This is due to both Weska cultural influences and the reality of living in such a remote and dangerous land. Two key examples illustrate this:

Romantic relationships, while typically long-lasting and monogamous, often begin in ways that might seem sudden or rushed by foreign standards.

Likewise, the age of majority is recognized at twelve years old, as this is when a boy or girl is considered capable of assuming adult responsibilities. This is especially notable in the case of young women, as it generally coincides with the onset of menstruation, a milestone that marks their readiness for full participation in community life.

Social Hierarchy (from highest to lowest)

- **Dükuqs (Dukes)**: Functionally equivalent to the ducal rulers of the Nordling kingdoms, the title is essentially a cultural borrowing. They hold the highest authority in the duchy.
- **Drott**: Warlord, supreme military commander, and often acting as the equivalent of a prime minister. The Drott is responsible for overseeing both national defense and high-level executive decisions.
- **Grew**: A ministerial or military leader in charge of specific troops, domains, or administrative branches.
- **Hersir**: Chief justice or high judge of the ducal court, presiding over major trials and legal decisions.
- **Sagamore**: A court-appointed, shaman, druid or more rarely a mage, serving as spiritual advisor and keeper of ancestral knowledge.
- **Jarl**: Governor of a hold, the major territorial divisions within Nyrvinland. Each Jarl governs a large swath of land, overseeing law, order, and taxation.
- **Ogēm**: Regional governor within a hold. These officials manage smaller subdivisions under the authority of the Jarl.
- **Sachemo/a**: Clan patriarch or matriarch. They wield influence within extended family networks, managing social and domestic affairs of their lineage.
- **Hīrdtægœ:** A wealthy commoner or bourgeois with significant economic power and courtly influence, though lacking noble heritage or an established house.
- **Hertægœ:** Roughly equivalent to a small or middle-class bourgeois in the Northern Kingdoms — merchants, landowners, or skilled tradesfolk with modest wealth.
- **Kærl:** Craftspeople, blacksmiths, and traders — respected for their technical skills and economic contributions.
- **Hauldœ:** Farmers and agricultural laborers — the backbone of the rural economy, often tied to local communities or clan lands.

- **Thræyo:** Comparable to a thrall, though in practice closer to penal laborers. Thræyo are typically convicts performing community service for lesser crimes that do not warrant exile.

Non-humans

Unlike in other parts of the world, non-humans are generally treated with considerable respect and equality in Nyrvinland. This is largely due to the duchy's warrior culture, where —much like their Skelliger cousins— what truly matters is one's prowess in battle, not their origin or race.

Thus, the only non-humans who genuinely suffer from discrimination in the duchy are the —to locals, extremely rare— elves. They are commonly associated with Loki, and by extension, with evil itself. As a result, every attempt by elves to settle in the duchy has ended in discrimination and, eventually, mysterious deaths that no one seems eager to investigate.

Gnomes could also be said to experience some level of discrimination, but that would be misleading. In reality, they are merely regarded with mild suspicion due to certain practices, much like the bobolaks — nothing more.

Among all non-human races, one of the most respected are the dwarves, due in part to their mentality being remarkably similar to that of the locals. However, they are not the most revered. That honor falls to the witchers.

Rather than seeing them as freaks of nature, the people of Nyrvinland view witchers as the ultimate warrior: one who sacrificed everything —childhood, fertility, happiness, and ultimately, life itself— to fight eternally against the aberrations of Loki and his wife, monsters sent from Mörhogg and adjacent worlds, which ordinary humans cannot defeat.

Economy

The economy of the duchy is largely centered on the primary sector, with roughly half of production intended for local consumption, and the other half for export. This sector focuses primarily on the production of wine and other alcoholic beverages, fishing in the three lakes, and the cultivation of fruits, vegetables, and legumes resilient enough to withstand the harsh climate of the Far North.

The duchy's main trade partner is Kaedwen, followed by the League of Hengfors, both due to their geographical proximity. In fact, the majority of the fish consumed in Kaedwen —a kingdom with no access to the sea—comes either from the Lakeland March within Kaedwen itself or from Nyrvinland.

The textile sector also plays a role, though its significance is seasonal, peaking during autumn, when demand for mammoth-hide garments surges among Kaedwen's population in preparation for the harsh winter. Mammoths are notably abundant in the Far North, making their hides a valuable commodity.

The metallurgical sector once attempted to establish itself as well, but unlike in Lyria and Rivia, where structural reforms were implemented, Nyrvinland never underwent such modernization. As a result, it has struggled to compete with the affordable yet high-quality metalwork produced by the dwarves of Mahakam, which continues to dominate the Northern Kingdoms market.

In return, Nyrvinland imports a variety of materials from Kaedwen, including resources sourced within the kingdom itself, from other Northern Realms, and occasionally even from traders from Beyond the Seas. One particularly infamous case involved a duke who insisted on planting coconut palms in Nyrvinland after receiving them from a foreign merchant—an endeavor that, predictably, failed due to the duchy's unforgiving climate.

Most imports from Kaedwen, however, are more practical. Chief among them are building materials, especially soapstone, valued for its ability to retain heat during the long winters and for its greater durability compared to timber when exposed to the humidity of the lakes. As previously mentioned, products from the dwarven metalworking industry are also a major import, given their superior quality and competitive pricing.

In addition to trade agreements with Kaedwen and the League of Hengfors, Nyrvinland eventually gained trade agreements with Kovir. Besides that, caravans from distant lands such as Nemet or Kilan-Tal —the region mistakenly known by the Nordlings as Haakland — occasionally pass through the duchy on their respective routes. This positions Nyrvinland as a key intermediary in the so-called Route of Colors, a trade network for silk and other exotic goods between the East and the Northern Kingdoms.

This strategic role stems from a geographical advantage: crossing Nyrvinland's three lakes is faster and safer than traversing the treacherous mountain passes bordering Haakland or descending into the dangerous Korath desert. For this reason, merchants often choose this northern waterway despite the region's harsh climate and natural hazards.

Demography

Nyrvinland is home to an approximate population of 1.5 million people, thanks in large part to the fertility of the soil and the microclimate generated by the lakes, which make the otherwise harsh climate of the Far North more temperate.

The majority of the population is of Nyrvilen origin, the result of centuries of intermixing between the Skelligers who arrived in the region and the Weska tribes. The rest of the population is made up of "pure" Skelligers and Weska, as well as a minority of Kaedwenis who have arrived in recent years for multiple reasons—mostly as refugees from the Northern Wars.

Thus, despite the recently introduced Nordling racist ideas disguised as "*modernity*" due to their foreign origin, which have led some locals to believe otherwise, the truth is that most Nyrvilen have at least one Weska great-great-grandparent. The duchy was founded, after several initially hostile encounters, when both groups managed to know each other's

language, which allowed the first jarl of Nyrvinland's daughter—later the first consort duchess—to marry the local chieftain of the Nitsalók area as a way to sign what would later be known in history as the First Freya's Treaty.

The average Nyrvinari bears a strong resemblance to the typical Skelliger — yet several traits set them apart, reflecting the blend between their Skelliger and Weska ancestry.

Dark hair is the most common, as is eye color ranging from deep brown to almond — both dominant genetic traits. Following those, dark green, navy blue, and slate grey eyes are also frequently observed.

Due to their dependence on the lakes, broad shoulders and backs are a common physical feature among Nyrvinari.

Interestingly, Nyrvinari women — possibly as a result of generational adaptation to underwater pressure — display a higher-than-average pain tolerance during childbirth.

Beyond the dominant dark hair, shades of ash blonde along intermediary tones that reach the also appearing copper and burnt orange.

Skin tone ranges from pinkish hues (though never quite fair) to a soft swarthiness. Many also display partial epicanthic folds — a somewhat ironic trait, considering that epicanthic folds are also seen among elven populations, whom the Nyrvinari have historically viewed with disdain.

In terms of height, they tend to fall somewhere between the taller Skelligers and the shorter remnants of Weska populations. On average, their stature aligns more closely with that of their Kaedweni neighbors.

Religion

The predominant religion in Nyrvinland is primarily of Skelliger origin, which gradually syncretized with the spiritual beliefs of the various Weska tribes encountered as the duchy expanded.

Later, with the arrival of Kaedweni settlers, elements of the Nordling religion were introduced—most notably the concept of saints, known locally in Nyrvinland as the Touched or the Blessed.

Despite these external additions, the core Skelliger cosmology has remained largely intact, though notable Weska influences have taken root. One example is the reinterpretation of the Skelliger religion's famous Ten Worlds, which in Nyrvinland are arranged into three great sections within the World Tree, each with its own branches from where the worlds are hanging—with the exception of the last one due to being "buried". These are, the canopy branches (home of the gods), the trunk branches (home of

mortals), and the roots (primarily realms of evil beings, serpents, draconids and aquatic monsters), which, according to local belief, emerge through three fissures located in the duchy's three great lakes.

Another key Weska influence is the elevated importance of Loki and Balder within the pantheon. In Nyrvinlandic tradition, Balder’s death unleashes such fury in the All-Father that it leads to Loki’s exile into the lower worlds. There, alongside Angrbroda, Loki creates a host of monstrosities that he unleashes upon the middle world to sow chaos, hoping to force Odin to descend and face them directly—killing him in the process.

In response, Odin sends Balder’s children to the mortal world, intending for them to train humans in self-defense. However, these gods—known collectively as the manitú—follow the gentle spirit of their late father and instead teach humanity the essential skills of life, such as hunting, smithing, and even the arts, including poetry, painting, and more.

It is believed that the manitú were originally benevolent Weska spirits who were later reinterpreted through the Skelliger worldview during the duchy’s early years. Similarly, the monstrous children of Loki are thought to have once been malevolent Weska spirits, whose original names were lost to time as they were absorbed into the emerging syncretic mythology.

Another key difference from traditional Skelliger beliefs lies in the status of Hemdall’s children, the mythical founders of the islands clans Tyr, Sove, Otkell, Modolf, Grymmdjarr, and Broddr. While Skelliger myths regards them as mere legendary mortals, in Nyrvinlandic tradition they are revered as demigods, divine offspring charged with shaping the destiny of mortals.

Likewise, the legendary land of Mörhogg—from which the demonic vessel Naglfar is said to emerge, bearing the legions of evil to wage the final battle of Ragh nar Roog (the End of All Things)—is interpreted quite differently in Nyrvinland. Rather than being a mere symbol of chaos, Mörhogg is believed to be the realm ruled by Loki himself, one among many infernal worlds beyond the roots of the World Tree.

These “*dark worlds*” are not uniformly evil but instead fall along a metaphysical spectrum. On one end lies Positive Chaos—the destroyer that creates, a force of change and disruption that, though potentially regenerative, becomes destructive when left unchecked; on the other lies Primordial Chaos, a void of pure entropy and unmaking.

Within these worlds dwell countless monstrous beings, the children of Loki and his wife, ranging from twisted but usually neutral creatures to entities of unspeakable malevolence. From time to time, a few are sent forth as harbingers, probing the world of mortals and Odin's patience in anticipation of the demonic ship’s departure—the Naglfar—which will mark the beginning of the true end.

One of the most venerated deities in Nyrvinland is Njörd, due primarily to the locals’ reliance on the three lakes. In the duchy’s Skelliger-derived pantheon, Njörd is not merely the god of oceans and fertile earth —as is the case in traditional Skellige belief— but also

the divine patron of lakes and other inland waters.

As a result of Njörd's marriage to Skaði and their eventual divorce, alongside Loki's role as the embodiment of malice, both mythological giants and the exceedingly rare —nearly extinct— real ones are profoundly despised across the duchy. Their hatred often rivals that held for elves.

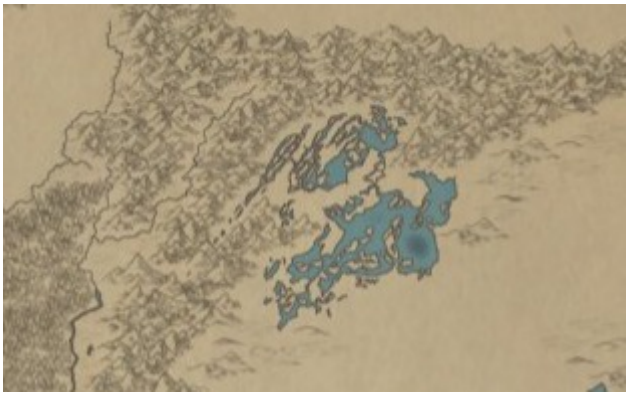
This disdain is reflected in popular sayings such as "*More flooded than Njörd's sorrow*" and "*Colder than Skaði's nonexistent heart*."

Such is the depth of this animosity that a reported (though unconfirmed) subspecies of giants was named after the goddess who broke Njörd's heart — the Skadians.

Alongside this dominant hybrid faith, a highly diluted form of the original Weska religions is still practiced, coexisting with traditional Nordling beliefs brought by refugees— including cults such as that of Melitele.

Geography

Nyrvinland shares its southeastern and eastern frontiers with the territories of Kvenland and Kwanland, regions defined primarily by sweeping plains, vast tundras, and dense boreal forests. Though similar in topography, a marked climatic distinction separates the two: Kwanland enjoys a significantly warmer climate, whereas Kvenland is subject to the more severe cold characteristic of the Far North.



Nyrvinland Map

To the west and north, Nyrvinland is enclosed by mountain ranges that serve as a natural barrier, isolating it from the Upper March of Kaedwen. As such, the duchy in its western part is connected through the Northern Kingdoms by the Giants Pass. Nestled within this basin lie three principal lakes, the largest of which is Nitsalók. Accompanying it are

Nanízlók (Vinlandi Jargon: *High Lake*) and Tóalók (Vinlandi Jargon: Long or Stretched Lake), each vast enough to encompass numerous islands and peninsulas. Many of these landforms are inhabited or governed by local clans with different noble titles, who administer them in the name of the dual dukes presiding over Nyrvinland's diarchic system.

Although recent generations have seen gradual territorial expansion into the southern and eastern peripheries, the overwhelming majority of settlements remain concentrated around the Tri-Lake Region, referred to in Vinlandi Jargon as Taáłaílokes—literally, "*The Three Lakes*". This heartland functions as both the cultural and economic nucleus of the duchy, with its lakefronts hosting the highest population densities, key overland trade routes connecting to the Northern Kingdoms, and the ancestral strongholds of the most prominent clans—many of which trace their lineage back to the founding of the duchy itself.

Examples of Nyrvilen Names

In Nyrvinland, personal naming conventions primarily follow the traditional Skelliger system, which uses patronymic suffixes: -son for males and -dottir for females. However, the sociocultural influence of the indigenous Weska tribes—encountered by the Skelligers during the consolidation of the duchy—gradually left its mark throughout its history thanks to their early absorption into the — back then — new state, leading to the emergence of a third naming convention. This alternative, more akin to the hereditary surnames found in other countries, employs the suffix -klanen (literally "*clan*"). Notably, -klanen does not denote clan affiliation in the strict sense, but rather indicates lineage or ancestry, effectively conveying the meaning "*of the blood of*."

Usually the standard Nyrvilen name is compound of name + patronymic surname + hereditary lineage surname with the latter varying depending on the Weska ancestry degree, being — in case of being high — replaced with the clan's name.

Example of Male Names

Abooksigun, Achak, Achaemo, Aedan, Aegir, Ailbyr, Amowō, Andras, Andrato, Asgeir, Asmund, Askook, Assacumet, Assakè, Ayik, Ayukto, Biauswah, Bjorn, Buckongah, Chêp, Delsin, Einar, Enkoda, Eirikur, Epanow, Finlo, Frikül, Gomo, Gruffbaall, Guðmundur, Hoénnh, Helki, Hrafn, Ingemar, Jåånu, Katonah, Keme, Kitchi, Kjartan, Kœmas, Kustalog, Leif, Lorcan, Maahe, Mannanan, Mundïgg, Nakomo, Niwot, Noshi, Omaciw, Oskän, Paskōr, Pezeke, Pezot, Piyês, Sigurd, Styrmir, Tapartko, Thorfinn, Torsten, Tryggvi, Tykhō, Uncas, Vagn, Wawatûr, Wosso, Xaehū

Example of Female Names

Abeque, Aenoheso, Alawa, Amow, Apani, Ashivwa, Astrid, Awi, Awashóll, Ayamis, Ayika, Ayoskan, Bahey, Brynhild, Caitrin, Chepy, Conla, Creena, Ehepika, Eir, Eunys, Freydis, Gudrun, Hexovona, Heraë, Hurytt, Inga, Issott, Kahenta, Kanti, Kára, Keasik, Kimi,

Kuuna, Ldayso, Lív, Maeve, Maomè, Maskwae, Meturata, Miguen, Migūenè, Mikwanë, Morrigan, Naatowa, Nanomonè, Niben, Orla, Paskusa, Pauwau, Pisima, Ragna, Sarahnee, Sessott, Sigrid, Sioni, Sorcha, Takhyra, Thora, Wapanka, Watseka, Wyome, Ylfa, Yrsa, Zäftrwa, Zygwarema

Examples of Masculine Surnames

Achakson, Assakèson, Bjornson, Buckongahson, Einarson, Guðmundurson, Hrafnson, Katonahson, Kœmasson, Leifson, Nakomoson, Niwotson, Sigurdson, Thorfinnson, Tryggvison, Uncason, Xaehūson, Wossoson

Examples of Female Surnames

Abequedottir, Astriddottir, Brynhildottir, Freydisdottir, Gomodottir, Gudrundottir, Huryttdottir, Ingadottir, Káradottir, Orladottir, Ragnadottir, Sigurdottir, Ylfadottir, Yrsadottir, Wapankadottir, Wyomedottir, Zywaremadottir

Examples of Hereditary Lineage Surnames

Achakklanen, Apaniklanen, Astridklanen, Buckongahklanen, Einarklanen, Guðmundurklanen, Kimiklanen, Kustalogklanen, Ragnaklanen, Pauwauklanen, Sigurdklanen, Thorfinnklanen, Tryggviklanen, Wossoklanen

Language (s)

The majority of Nyrvinland's population speaks Nyrvinese, mistakenly referred to in places such as the Northern Kingdoms as Vinlandi Jargon. This language evolved from the pidgin that developed after the founding of the duchy, which later became a creole tongue with Skelliger Jargon serving as the structural base and the Weska language of the Nitsalók area contributing most of the vocabulary, which, in turn, gave rise to the mixed tongue that is the Nyrvinese. As a result, Nyrvinese is very difficult to understand for speakers of other Elder Speech-derived languages, such as Zerrikanian, Nilfgaardian, or even Skelliger Jargon itself. The only element it still shares with them is its grammatical structure.

Alongside Nyrvinese, a local variant of Skelliger Jargon is still spoken, as well as several Weska languages, and—more marginally—the Northern Common. However, due to trade with the duchy of Vespaden and the rest of Kaedwen, most people working in non-agricultural sectors possess at least a basic command of Common, which rises to fluency among the local nobility.

History

Ancient Times

The first inhabitants of what would later become Nyrvinland are believed to have been small humanoids measuring around 30 to 48 centimeters in height: the griggs, also known to the Nordlings as imps. It is thought that these beings may have been interpreted by the early Weska tribes who arrived in this world along with other humans during the First Conjunction of the Spheres as the manitú and their malevolent spirit counterparts.

Additionally, the svergs are also believed to have inhabited the region. According to some skalds, they were even seen by the first settlers of Nyrvinland. In fact, some legends claim that the first Duke of Nyrvinland had a sverg as an advisor. However, since svergs naturally dwell underground, and given the amount of time that has passed, it remains unclear whether this was true or simply a myth created to glorify the duke's legacy.

As for the naiads, their existence is confirmed. Both the ancient settlers and the current nyrvinaria have, from time to time, reported conflicts with them due to human use of the three great lakes. It is believed—though not confirmed—that the naiads may rule over three underwater kingdoms, each hidden within one of the lakes.

In modern times, the only non-humans commonly seen in the duchy are dwarves from Kaedwen, most of them merchants. Occasionally, an ogre descends from the mountains to cause trouble. There have also been reports of bobolaks, likely refugees fleeing Nordling expansion, who seem to have established new enclaves in the mountain ranges surrounding the lakes.

Human Times

The first human inhabitants of the region were those who would later be known as the Weska, or Skrælings, as the Skelligers would call them. They were a collection of tribes, loosely related—primarily due to their shared family of languages—that arrived in this world, according to their own mythology, after falling from one of the worlds present in the canopy of the World Tree.

Their supreme deity, Kitchesmanetoa, enraged by the loss of the warrior spirit among his people, unleashed the Great Storm, which cast them down into this new place—the middle world—as punishment. After their arrival, the various tribes settled around the great lakes, becoming farmers, shepherds, and formidable warriors.

Over time, they began to intermix, giving rise to new languages and cultures, increasingly distant from those their ancestors had originally brought with them. They remained in this state from approximately 230 B.R. (Before the Resurrection) until around 990 A.R. (After the Resurrection), when the Skelligers finally arrived in their lands.

Skelliger Era

The Founding of Nyrvinland

A Kizi and Skelliger couple with their child

The founding of what would later become the Duchy of Nyrvinland, as previously mentioned, began when the Skelligers sailed upriver through the territories that at the time were part of what would later become the kingdom of Kaedwen. Their arrival followed a string of military defeats, which Kaedwen would later refer to as the Phantom Wars—so named both for the speed of the events and the ghastly appearance of the Skelligers during their raids.

The arrival in Nyrvinland is widely considered the end of the Phantom Wars. Upon discovering the presence of local populations and the apparent prosperity of the region, the Skelligers once again attempted to raid—but to their misfortune, met with stiff resistance and, ultimately, a draw. The local tribe they encountered, the Kizi of the Nistalók area, were skilled warriors who managed to hold their ground.

This stalemate only served to embolden the Skelligers, sparking a new round of conflicts known as the Terror Wars. However, these clashes proved fruitless for both sides, consistently ending in deadlock and slowly exhausting their forces.

Eventually, negotiations began, leading both groups to learn each other's language—which in turn allowed the daughter of the Skelliger jarl to marry the local Kizi chieftain. This union marked the signing of the First Freya's Treaty, the first peace accord between

the two peoples, which would go on to serve as the foundational treaty of the new country.

Drawing inspiration from the prosperous duchies that had once defeated some of their founders, Nyrvinland adopted a similar sociopolitical structure, aiming to become as strong and stable as their former rivals.

As the duchy expanded over time and engaged in further conflict with rival Weska tribes beyond Kizi lands, new Freya's Treaties were signed—one for each newly incorporated frontier—until Nyrvinland reached its current size.

Establishment of the Diarchy (Late 10th century - 11th century A.R.)

The daughter of the jarl´s daughter and the chieftain of the Kizi

Once the Skelligers and Kizi came to understand one another, the first permanent settlement of Nyrvinland was founded: Hóp, its future capital. With it, the duchy was officially born, adopting— as previously mentioned— a sociopolitical structure inspired by the Kaedweni duchies that the Skelligers had encountered during earlier raids.

A Nyrvinari Shieldmaiden

It was only after Hóp became prosperous—thanks to the agricultural knowledge and organizational strength of the Kizi—that the duchy began expanding its territory. This expansion unfolded through a series of conflicts known as The Wars of the Small Seas, referring to the three lakes of the region. During these wars, the Kizi, emboldened by the naval superiority of their new Skelliger allies, launched campaigns against rival tribes. It was in this context that several new Treaties of Freya were signed—one for each newly consolidated frontier.

The wars dragged on well into the 11th century. The duchy's first ruler, the Kizi chieftain-turned-duke, died in the final years of the conflicts and was succeeded by his son. However, the young duke—drunk with power—oversaw a brutal final phase of the wars, conducting widespread massacres under the pretense of *"securing the conquest.*" This period became known as The Era of the Sorrowful Lakes, as skalds would later recount how "*the lakes ran red with blood*."

These atrocities led to the first coup in the history of Nyrvinland, organized by a coalition of jarls and war veterans. The result was the abolition of hereditary monarchy and the establishment of an elective diarchy, in which two dukes—elected by the council of jarls among the bravest and most intelligent men—would share power to prevent future abuses.

This marked the end of the duchy's only dynastic lineage: the Kiziklanen.

The Era of Consolidation (11th century – early/mid-13th century)

The period between the 11th century and the early to mid-13th century was one of relative peace for the duchy, marked primarily by the exile of dissenters who sought to abolish the diarchic system, and by Nyrvinland's gradual consolidation on the international political stage.

By the middle of the 13th century, the duchy had become a known entity both in the Northern Kingdoms and within the Nilfgaardian Empire —even if only as the northernmost land where something resembling civilization could still be found.

One example of this growing presence can be seen in the reach of its goods, which made their way as far as the seaside bazaar in Cidaris, where the later-legendary Milva Barrin would acquire a bow from the Far North, crafted in Nyrvinland.

Pavetta's Birthday (August 1250 A.R)

By the year 1250 A.R, the reigning Dukes of Nyrvinland, Lestec and Mestigovius, attended the celebration of Princess Pavetta Fiona Elen's fifteenth birthday in Cintra. Their presence was largely due to Queen Calanthe's desire to evaluate whether either of them could serve as a suitable candidate for her daughter —a political maneuver aimed at expanding Cintra's influence further inland.

During the festivities, the younger of the two, Lestec, drunkenly proposed to the princess, which led to his swift rejection. Despite the incident —and Pavetta's uncontrolled Source outburst— neither of the dukes was seriously harmed, and both returned safely to Nyrvinland.

The Northern Wars (1263–1272 A.R.)

During the Northern Wars, the duchy's official stance was to remain neutral throughout the conflicts — a position similar to that of Kovir. However, just like Kovir secretly aided their fellow Nordlings during the Second Northern War, several Nyrvinari clans chose to send their best warriors into battle.

These fighters —at least during the Third Northern War— became a serious thorn in the side of both Emhyr and Henselt, particularly during the guerrilla warfare that took place in the Kaedweni forests. As an unaffiliated force with no allegiance to either side, their presence disrupted both empire and kingdom plans and strategies in equal measure.

The Famine of 1272 A.R. and the Vinkald Trials

Sarahnee of Grewer, the most famous Nyrvinari mage, and one of the many victims of the Vinkald Trials

Prior to the downfall of Duke Lestec, the duchy was already showing signs of being brewing troubles. In fact, it could be argued that the events leading to his fall were rooted in what transpired earlier that decade. In 1272, Nyrvinland suffered one of the worst food crises in its recorded history.

A succession of failed harvests, livestock epidemics, and barren fishing seasons plunged the population into widespread scarcity. The situation created immense social unrest — not only among the locals but also among the refugees displaced by the ongoing Third Northern War.

Soon, scapegoats were sought to divert the fury of the masses and to prevent both the deposition of the ruling dukes and the potential fracturing of the duchy into civil conflict. As a result, blame fell heavily on outsiders — and even more viciously, on mages.

Thus began the Vinkald Trials, Nyrvinland's equivalent (and in some ways, a precursor) to the infamous Witch Hunts that would ravage the North and Nilfgaard from 1272 to 1276. Over 300 individuals were accused of fabricated crimes and condemned on forged evidence, all as a desperate attempt to buy time and restore a semblance of control amid the crisis.

This grim chapter became one of the darkest in the duchy's history. Ironically, the trials' legacy extended far beyond Nyrvinland's borders. Merchants who had witnessed the persecution firsthand carried stories of the events across the continent. These accounts reached burghers, then nobles, and eventually monarchs — some of whom saw in Nyrvinland's harsh measures a blueprint for controlling unrest in their own lands.

Late Reign of Lestec (Early 1276 A.R)

By the late 1270s, the reign of Duke Lestec began to falter following the death of Mestigovius and the rise of Falmak as the second duke of the diarchy. Unlike his predecessor, Falmak was far more confrontational with Lestec, leading to a growing rift that nearly escalated into civil war between those loyal to the aging Lestec and those backing the younger, more assertive Falmak.

Fortunately, the conflict remained a political cold war — until an attempted assassination plot came to light. Lestec had secretly hired a witcher from the School of the Cat named Schrödinger to eliminate Falmak. The attempt was thwarted by Ryvlyn of Sanzode, a witcher of the Griffin School, who was traveling through the duchy along with his companions. Crucially, the mage Cedda helped tip the balance during the confrontation.

As the assassin bound Falmak with a stone and hurled him into the depths of lake Nistalók, Ryvlyn fought his fellow witcher to prevent Cedda's demise and ultimately secured the duke's rescue, since Cedda had dived into the lake to save him. Regarding Schrödinger's death, it is unclear whether Ryvlyn killed him or not.

In gratitude, Falmak commissioned the group to find a missing child. After a long and arduous search, the crew discovered a young girl named Sioni — revealed to be Falmak's illegitimate daughter. Ryvlyn would grow close to both father and daughter, eventually preventing the second part of Lestec´s plan, a coup done by Vagvul, Lestec's own son. In the years that followed, Ryvlyn would become Sioni's mentor, and she would go on to become a legendary lady knight of Nyrvinland.

Once the failed coup and attempted assassination were exposed —Lestec's effort to replace Falmak with a more compliant duke, his own son— the disgraced elder was exiled. He lived out his final days in the Kaedweni capital of Ard Carraigh, where he died of a heart attack after a heated argument outside a tavern.

The Ebbinger Intervention (1276 A.R.)

The 1270s were an ill-fated decade for the people of Nyrvinland, as the duchy's troubles did not end with the Vinkald Trials or the exile of Lestec.

By 1276, a series of murders targeting young virgin women shook the country. One of the reigning dukes, Lestec II (not to be confused with his disgraced predecessor), decided to request help from abroad. He reached out specifically to a friend of his — Duke August van der Ermius of Neveugen in faraway Ebbing. August, secretly a higher vampire, had

once saved Lestec II's life years prior, thwarting an assassination attempt. The exact reasons for choosing August remain unknown. Most interpretations stem from folklore and are thus unreliable, though some claim the duke knew of August's true nature.

Due to the complexity of the case, August brought along his newly formed companions and lover — the semi-legendary and later folklorized group known as the Hansa of Ebbing. Out of loyalty and affection for August, the group traveled with him to the duchy, staying in the royal palace for two weeks as they investigated the murders. Ultimately, they solved the mystery and slew the killer — but not before one of their own, the bard Elia, fell victim to the murderer. Her death was avenged by August and the group's witcher, Cervin, a half-elf from the School of the Bear.

The culprit was none other than Lestec's second wife — the supposed Toussaintoi noblewoman Erzsébet Bathory. In truth, she was a nosferat (also known as nekurat). Erzsébet had risen through local noble ranks and married Lestec after the death of his first wife in childbirth. Her motivations were threefold: a condition akin to "vampiric alcoholism," a particular craving for the blood of virgins, and a perverse enjoyment of the act of killing itself.

Despite her monstrous crimes, Erzsébet's true nature was kept hidden in order to preserve Duke Lestec's reputation. Officially, she was portrayed as a deranged human noblewoman obsessed with blood and youth.

Stories of her vampiric identity and her demise at the hands of the Hansa of Ebbing soon spread through gossip circles and tavern whispers, eventually becoming legend. The official version, however, stated that she was tried, declared guilty, and entombed alive in a sealed room — where she died a few days later.

The Turbulent Peace of the First Half of the 1280s A.R.

A Vinlander town in winter

The early 1280s were a relatively peaceful period for the duchy, as it attempted to recover from the upheavals of the previous decade. However, the scars left behind were far from healed. One such consequence was the deeper entrenchment of Nordling racist ideas, which led to discrimination against the remaining Weska population.

This growing tension manifested in minor acts of abuse and isolated killings, such as the death of the Cat Witcher Pardus of Korath, who was slain while defending victims of such violence. The situation escalated further following the rise to power of Vagvul—who inherited his father's position (disregarding the brief interlude of Lestec II's rule).

The growing unrest nearly erupted into open conflict during the otherwise minor Amikuk Crisis of 1286. If not for the intervention of certain foreign actors, the duchy would likely have descended into civil war, and the Weska remnants might have faced outright genocide.

The Amikuks Crisis of Summer of 1286 A.R

In 1286, the so-called Amikuks Crisis broke out, as groups of the eponymous monsters became a rampant plague throughout the duchy — destroying crops and attacking people.

Under normal circumstances, this would have been a minor threat, easily dealt with by sending elite warriors or hiring a witcher to eliminate the monsters. However, due to the scars left by the previous decade —especially the Vinkald Trials and Lestec's political turmoil— and the amikuks' unusual resilience to traditional means of extermination, the situation quickly escalated into a full-blown crisis.

Two major political factions emerged. One, led by Vagvul, blamed the remaining Weska population for the plague and pushed for their extermination. The other, led by the now-elderly Falmak, believed otherwise and called for restraint and the search for another solution.

Tensions came dangerously close to igniting a civil war, but an old local tradition was invoked just in time: the organization of a traveling hunt tournament — a roaming contest where elite teams would compete to slay the most amikuks across the duchy. The tournament also carried a political stake: if the plague persisted beyond its conclusion, the winner would gain sole governance rights and the authority to implement their proposed solution.

Thus, the tournament was held, with six teams participating — including those led by the dukes themselves. Two supported Falmak's views, and two sided with Vagvul. This setup ensured that, should neither duke win, the governance of the duchy could fall into the hands of leaders aligned with either faction, preserving their respective visions.

It was at this moment that foreign interference entered the stage.

On Vagvul's side came Jolanta of Brunwich, a witcheress from the School of the Cat. She had not come simply to fight monsters — but to kill Vagvul himself, for the death of her adoptive father and mentor, Pardus of Korath, who had died at Vagvul's hands during the minor abuses that took place earlier in the decade. Her plan involved seduction (though never going beyond flirtation) in order to earn his trust and find the right moment to strike.

On Falmak's side stood the Temerian explorer Fabio Sachs, who had recently launched an expedition into the Far North. Funded by Kovir in exchange for future trade agreements, Sachs had selected Nyrvinland as the starting point of his journey. In return for support in the tournament, Falmak promised the expedition a temporary trade deal with Kovir, granting the kingdom exclusive access to Nyrvinland's goods.

The expedition joined Falmak's team thanks to one of its members, Putnam Pitch, a witcher of the School of the Griffin — and Jolanta's former lover. His presence gave Falmak's team the monster-slaying firepower needed to rival Vagvul's, giving them a real chance at victory.

The tournament unfolded much like those of old, with tense competition and no clear frontrunner — until the very end, when Falmak's team secured a narrow victory. This sparked Vagvul's fury, and he threatened to plunge the duchy into civil war.

However, before he could act, Jolanta finally avenged her father: she lured Vagvul to a cliff's edge and caused him to slip, leading to a fatal fall. The death was ruled an accident, and no one suspected foul play.

In the aftermath, a new second duke was elected, as Falmak had no intention of abolishing the dual leadership system. The amikuks were ultimately eradicated thanks to the combined efforts of Putnam Pitch and Jolanta, bringing an end to the crisis.

A temporary export treaty with Kovir was signed, granting the kingdom exclusive access to Nyrvinland's resources. The influx of Kovirian wealth allowed for a wave of modernization throughout the duchy, laying the foundation for further treaties in the years to come.

As for Sachs' expedition, they resumed their northern journey. According to expedition's own accounts, they reached Ard Ghel — though some claim they made it all the way to the northern pole of the known world.

Ending of the Century (1290s A.R)

The climatic cooling that began during this period had relatively little impact on Nyrvinland. While many other regions suffered from falling temperatures and disrupted ecosystems, Nyrvinland remained mostly unaffected. The local climate only dropped slightly — not enough to alter the region's ecological balance.

This stability was largely due to the thermal regulation provided by the duchy's three great lakes. Despite the steady advance of the Great Glacier (Ard Ghel), these lakes helped preserve the area's conditions.

As a result, when Kaedwen could no longer produce its own wines due to the colder climate, Nyrvinland's vineyards stepped in to fill the void. Nyrvinlandic wine entered the Northern Kingdoms' markets as a replacement — ushering in a new era of prosperity for the duchy.

The increased demand not only boosted exports but also triggered improvements in local wine quality, ushering in a broader wave of modernization aimed at making the duchy more sophisticated. Nyrvinland's producers now had to compete with the prestigious wines of Toussaint and match the standards once held by the now-extinct Kaedweni vintages.

Outbreak of the Catriona Plague (1294 A.R.)

In the year 1294, Nyrvinland suffered an outbreak of the Catriona Plague, brought by Kaedweni merchants through one of their traded goods.

However, the death toll remained relatively low thanks to swift quarantine measures, and to the fact that the court shaman serving the reigning dukes at the time, Mer and Salak, along with the druids, realized the plague was somehow transmitted by rats (in reality, by their fleas — though this was never discovered). This led to a massive importation of cats and, consequently, the eradication of the disease within the duchy.

War of the Two Unicorns (1309–1318 A.R.)

During the civil war between the two claimants of Kaedwen's Unicorn Dynasty, Nyrvinland —much like other neighboring countries — received a steady influx of refugees. Yet, unlike in previous crises, the duchy did not remain neutral this time. Instead, it chose to intervene in favor of the claimant less aligned with Redania.

This decision was born out of a deep-seated fear: that history might repeat itself. Memories were still fresh of Redania's aggressive expansionism during the so-called Iron Judgment era (1273–1300), and with the still-ambitious Radovid V (†1340) watching closely, the prospect of a Redanian-backed ruler ascending to Kaedwen's throne was seen as a threat to Nyrvinland's autonomy.

Thus, the ruling dukes at the time —Hilis and Lusatr— opted to send military support. Their goal: to preserve Nyrvinland's independence by tipping the scales away from Redanian influence.

However, the aftermath of the war proved harsh. The newly crowned king of Kaedwen, enraged by the involvement of Nyrvinlandic troops and the blood they had spilled on Kaedweni soil, imposed punitive sanctions. For six years, all goods and travelers from Nyrvinland were banned from entering Kaedwen's territory. This isolation triggered a deep economic crisis within the duchy.

Recovery began only when Kaedwen's own wine and food production began to wither under the effects of the ongoing climate cooling — forcing Kaedwen to gradually lift the restrictions in favor of importing Nyrvinlandic wines and foods once again.

The Haaki Invasion of the Northern Kingdoms (1350 A.R.)

As in previous conflicts, Nyrvinland once again became a refuge for those fleeing war — but this time, the scale was unprecedented. The massive influx of refugees during the Haaki Invasion of 1350 nearly caused a social collapse within the duchy.

Fortunately, the Northern Kingdoms, united against the eastern invaders, managed to repel the Haakis within a single year. Their swift expulsion marked the beginning of the fall of the Haaki Empire. This rapid resolution prevented the crisis in Nyrvinland from spiraling further.

A key reason for the short duration of the conflict lay in the Haakis' earlier failed attempt to conquer Nyrvinland itself. Years before the invasion of the North, the Haaki Empire had tried to subjugate the duchy — either as a conquered province or a vassal state.

However, they had not accounted for Nyrvinland's natural defenses. The region's difficult terrain, especially the strategic advantage provided by its three lakes, allowed Nyrvinland's defenders to dominate the waters and wage an effective guerrilla war. In the end, the invaders were forced to retreat, thwarted by both geography and resistance.

This victory not only safeguarded Nyrvinland's independence but also indirectly contributed to the Haakis redirecting their expansion efforts southward — toward the Northern Kingdoms.

News of Nyrvinland's successful resistance quickly spread, and the duchy came to be seen as a safe haven. This reputation only accelerated the arrival of refugees during the 1350 invasion, as people sought shelter in a land proven resilient against the eastern threat.

Fauna and Flora

Beyond the mammoths and white dragons that roam the Far North, Nyrvinland is home to a rich and varied array of fauna and flora — most of it unique to the duchy. This distinctiveness is largely due to the region's unusual geological history, including the formation of its lakes through the impact of meteorites that created massive craters in the distant past, and the climate regulation provided by the three great lakes.

As a result, it is common to find plant species typical of a humid continental climate despite Nyrvinland's far northern location, coexisting with lake-dwelling fauna more often associated with smaller freshwater ecosystems. This unique biodiversity includes creatures such as splakes, coldwater splakes (*Salvelinus glacialis*), small walruses (*Odobenus lacus*), bears from the Tremarctinae subfamily — such as the coastal bear (*Tremarctos nyrvinlandiesis)* — and the snowy owl (*Bubo scandiacus*), among others.

In terms of flora, Nyrvinland boasts a wide range of endemic species, particularly several types of algae — such as lake algae (*Phaeophyceae glacialis*) — and many varieties of pine. Among them, the most notable is the drinking pine (*Pinus bibens*), whose wood, though not entirely immune to the effects of moisture, possesses a naturally hydrophobic surface.

The First Conjunction, in turn, brought a wide variety of monsters into the region — most of which are shared with the greater Far North. Among the most notable are the amikuks, amaroks, bheur hags, and the frozen dead — a lacustrine, cold-adapted variant of the common drowner. Other arrivals included several types of lake dragons (closely related to the fearsome sea serpents), the aforementioned white dragons, as well as ogres (also previously mentioned).

The bumbakvetches, considered the “alpha” cousins of chorts, fiends, and tarry chorts, also appeared during this period. Several vampire species established themselves in the region as well — most notably the nekurats, whose extremely pale skin and often red hair allow them to pass for local inhabitants (as in the infamous case of one who impersonated a Toussaintoi noblewoman and married a duke).

Lastly, Nyrvinland also saw the appearance of beings technically not considered monsters — but labeled as such by many locals: the arch-succubi and arch-incubi. These more powerful relatives of the common succubus/incubus share more traits with their distant kin — the chorts and fiends — and are likewise distinguished by a hypnotic third eye.

Known Dukes

1250s - 1260s

Lestec and Mestigovius

1260s - 1270s

Lestec and Falmak

1275 - 1280s

Falmak and Lestec II

1280s - 1286

Falmak and Vagvul

1286 - 1300s

- Falmak and Mer
- Mer and Salak

1300s - 1350s

Hilis and Lusatr

Notable people

- Apiatan
- Brem
- Brirnvok
- Dadgayadoh
- Gand
- Holata
- Klah
- Limmdetr Jarumson
- Mattot
- Moki
- Nakaitll
- Notakutt
- Reuda
- Remmdich
- Sara of Grewer
- Shiye
- Svulvid
- Thilri
- Thuga
- Trekigg
- Udall Rehysdottir
- Yagve Mayersdottir
- Yailgurg Hlodrisdottir
- Yoalrif

List of known dakons (holds)

- Abnakwer
- Acerott
- Hóp (hold)
- Fegwer
- Grewer
- Merkikao
- Rífkepo
- Waabrás

Notable locations

- Breka
- Dasthė
- Eeclor Mines

- Hóp (city)
- Hvitra
- Inis Aorays
- Jómsborg
- Krossbérr
- Leifsbuðir
- Thoduras
- Vinkald

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Trivia

- Most of the names of locations in Vinland come from this Wikipedia article.
- The culture and naming are a mix between Norse and Algonquian cultures.

Notes

The article is free to edit, but please respect the information put in the article previously.